



Limehurst Primary School
Whole School Overview

| Cycle B | | | | | | | Design and Technology | | | | | | |
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| <p>Our Design and Technology curriculum is built using Kapow Design and Technology scheme. The Design and technology scheme of work aims to inspire our children to be innovative and creative thinkers who have an appreciation for the product design cycle through ideation, creation, and evaluation. We will be encouraging the children to think about creating products for a real life purpose and audience in order to give their projects a meaningful purpose with skills that can be used within their personal lives. . The National curriculum organises the Design and technology teaching under five subheadings or strands: Design, Make, Evaluate, Technical knowledge and Cooking and nutrition. Kapow Primary's Design and technology scheme has a clear progression of skills and knowledge within these five strands across each year group. It then uses a spiral curriculum to build upon these same skills within each year group, providing our children with the skills and knowledge to progress in their future career choice.</p> | | | | | | | | | | | | | |
| | | Autumn 1 | | Autumn 2 | | Spring 1 | | Spring 2 | | Summer 1 | | Summer 2 | |
| EYFS Overview | | <p>In the Early Years Design and Technology comes within Expressive Art and Design. The development of children's artistic and cultural awareness supports their imagination and creativity. It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts. The frequency, repetition and depth of their experiences are fundamental to their progress in interpreting and appreciating what they hear, respond to and observe. Give children an insight into new musical worlds. Invite musicians in to play music to children and talk about it. Encourage children to listen attentively to music. Discuss changes and patterns as a piece of music develops.</p> <p>Within Expressive Art and Design the children are learning to-</p> <ul style="list-style-type: none"> • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. • Share their creations, explaining the process they have used. | | | | | | | | | | | |
| Nursery | | <p>Within Nursery, children are given the opportunity to design prior to build e.g. with junk modelling or in the construction area. Staff encourage children to talk through their ideas (design) explore ideas for construction (make) talk about what worked well and how we could make it better (evaluate). The following objectives are covered over the year:</p> <ul style="list-style-type: none"> ▪ Create with different materials. ▪ Join different materials and explore different textures. | | | | | | | | | | | |
| Reception | | Food Pumpkin Soup Structures/Textiles Design and make houses for 3 Little Pigs | Structures Design and make bridges. Food Gingerbread Man | Structures Boats Mechanisms Split Pin Penguins | Structures Using recycled materials to create structures (junk modelling) | Structures Rockets | Food Fruit Salad | | | | | | |
| Year 1/2 | | Food A Balanced Diet 4 sessions | Mechanisms Making a Moving Monster 4 sessions | Structures Baby Bear's Chair 4 sessions | Textiles Pouches 4 sessions | Mechanisms Fairground Wheel 4 sessions | KS1 DT Project TBC | | | | | | |
| Year 3/4 | | Food Eating seasonally 4 sessions | Structures Castles 4 sessions | Electricity Torches 4 sessions | Mechanical systems Slingshot car 4 sessions | Textiles Egyptian collars (cushions) 4 sessions | Digital world Electronic charm 4 sessions | | | | | | |
| Year 5/6 | | Textiles Waistcoats 4 sessions | Food Come dine with me 4 sessions | Digital World Navigating the World 4 sessions | Structures Playgrounds 4 sessions | Mechanisms Automata Toys 4 sessions | Electrical Systems Steady hand game 4 sessions | | | | | | |